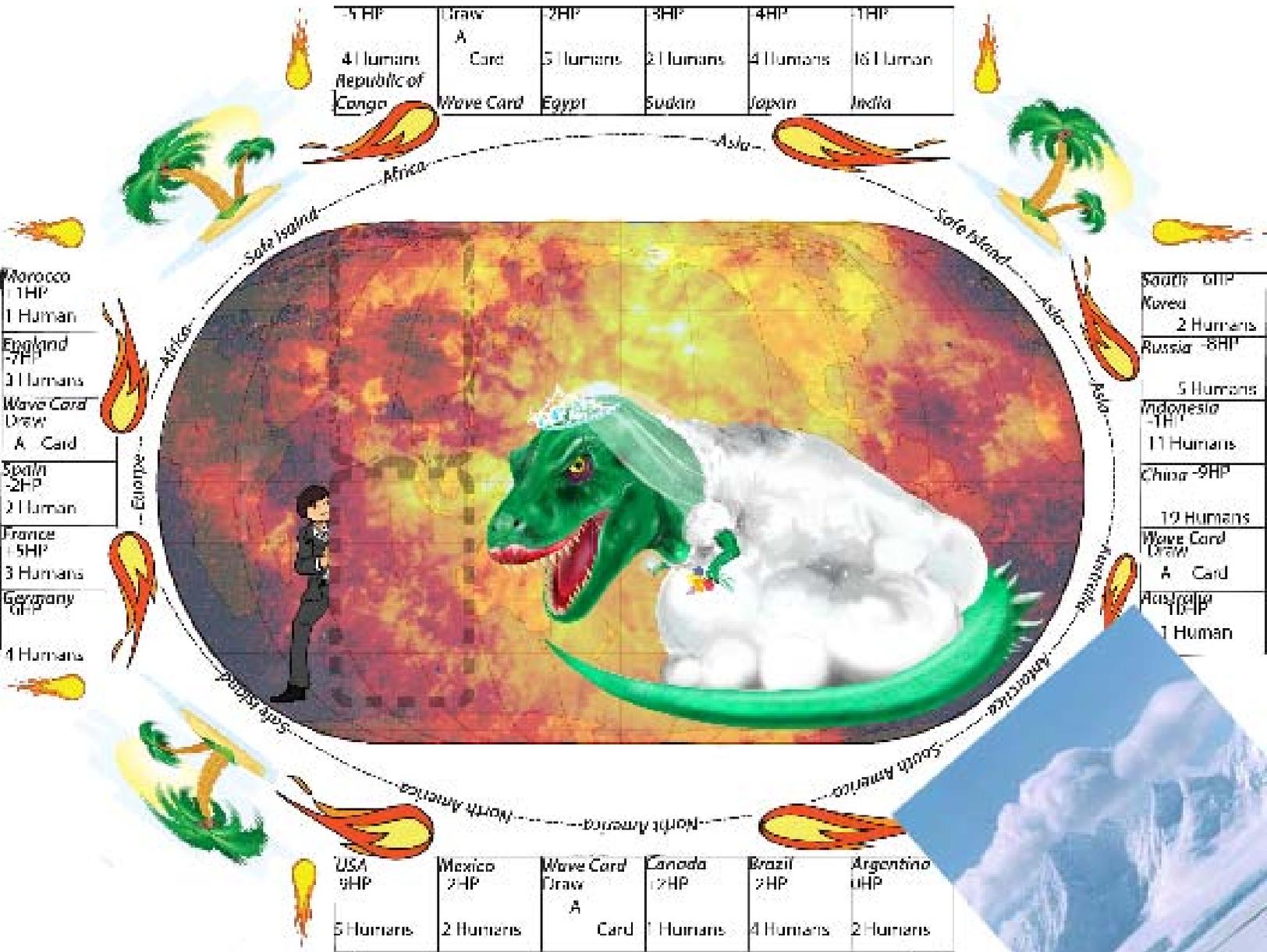


# Wave of Destruction



## Wave of Destruction

### About the Game:

Wave of Destruction

Game Play: 30-45 Minutes

Players: 2-4

Game created by Beacon Gaming

### Theme/ Backstory:

This board game is a prequel to the computer game "Bridezilla's Wrath". Bridezilla(s) are on the search to find the perfect man, while destroying everything in their way. Their journey to find the perfect mate starts in their home land of Antarctica and proceeds through the other 6 continents until they return home.

### Game Components Included:

- 4 Bridezillas (Green, Purple, Blue, and Red)
- 25 Blackout Cards
- 18 Cards of Destruction
- Score Sheets

### Game Components Supplied by Players:

- 1 standard 6 sided dice
- Writing Instruments (for scorekeeping)

### Object of the game:

As a Bridezilla you want to consume as many human lives as possible. While you progress through the board you will gain health points to enable you to continue on your journey to find the perfect mate. The Bridezilla who consumes the most lives wins the game.

### Setup:

- To determine the player who gets to go first, all players will roll the dice. The player that rolls the lowest number will go first.
- Cards of Destruction should be shuffled and placed on their labeled place at the center of the board.
- Bridezillas participating in game need to be placed at the start of the board, otherwise known as Antarctica.
- Each player needs a Score Sheet

### Progression of the game:

Players can choose from 4 different Bridezillas (Green, Purple, Blue, and Red) to make their way around the board. Bridezillas make their way around the board by the roll of 1 standard 6 sided dice. While the Bridezillas are making their way around the board they can land on Destruction spots, there are 18 available Cards of Destruction. As Bridezillas land on countries they are deemed uninhabitable and have a blackout card placed on them, preventing other players

from landing on that country. Players will keep track of their score on the included score sheet.

### Rules and Instructions

- Players will roll a single six-sided die to determine the number of spaces they move.
- Each player starts the game with 10 HP (Health Points).
- Each country on the board is worth a certain number of lives.
- Each country on the board will also subtract hp or add hp based on the country's defense system.
- Each country can only be conquered once and then a blackout card is placed on top of it preventing other players from landing on it.
- If a player lands on a safe zone they receive 5 HP.
- If a player lands on home (Antarctica) they receive 10 HP.
- If a player lands on a country and loses all of their HP they will automatically go back to the last safe zone or home and receive 5 HP
  - When a player loses all their HP, they do not gain any more lives on that turn, and only get to keep half of the lives they already had.
    - If player has taken an odd number of lives (for example 7), they would be able to keep half, but round up, in this case they can keep 4 lives..
  - When a player loses all their HP and is sent back to the safe zone or home they have the option to waive their next turn to regain: 5 HP and the lives that were lost in the previous turn.

### Resolution:

#### Standard Game Play:

Bridezillas proceed around game board until a Bridezilla reaches 50 consumed lives. 1<sup>st</sup> Bridezilla to reach 50 lives wins the game.

#### Achievement Game Play:

Bridezillas continue game play until all countries have been blacked out. Once all countries have been blacked out the Bridezilla with the most consumed lives is considered the champion of the world.



# Bridezilla Game Pieces

Please cut out.



# Cards of Destruction

Please cut out.

Mom tells you wedding budget is cut in half



-1 HP

Chipped a nail from your fresh manicure



-2 HP

Gorged too much and now your dress doesn't fit



-4 HP

Army of single women attack



-2 HP

Saw the man of your dreams and nothing can slow you down



Advance 4 spaces

Found the perfect dress



+4 HP

The sparkle from ring makes you giddy



Advance 2 spaces

Mothra book the chapel you wanted



-8 HP

Columbian drug runners surrender their inventory



Advance 5 spaces

Kid makes his Reptar rawr at you



Lose one turn in fear

Sat down for tea with King Kong



+1 HP

Sampled wedding cake and the baker was tasty too



+1 Human

Ate a tasty President



+3 HP and +1 Human

You're the first T-Rex in a wedding dress on Google



+1 HP

Got caught up filming bridal show



Lose a turn

You get nuked



-7 HP

Learned penguins have taken over your den



-1 HP

You have a belly ache



-4 HP

# Blackout Pieces

Please cut out.

